SUNSOFT® for the Nintendo Entertainment System®

Sunsoft® is a registered trademark of Sun Corporation of America.

Super Spy Hunter™ a Spy Hunter II derivation ©1987 licensed from Midway Manufacturing Company. Midway Manufacturing Company is a subsidiary of WMS Industries Inc.

Nintendo® and Nintendo Entertainment System® are registered trademarks of Nintendo of America Inc.

©1991 Sun Corporation of America

PRINTED IN JAPAN

SUNSOFT® for the Nintendo Entertainment System®

NES-UY-USA

SUPER SPY HUNTER™

INSTRUCTION MANUAL

Ⓣ

SUNSOFT® Limited Warranty

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™.

SUNSOFT® warrants to the original purchaser only that the Game Pak provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Game Pak to SUNSOFT® or its authorized dealer along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

SUNSOFT shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damages for personal injury, even if SUNSOFT has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions do not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Nintendo and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.

LICENSED BY NINTENDO® FOR PLAY ON THE

Nintendo ENTERTAINMENT SYSTEM®

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

"This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®"

SUNSOFT® A Division of Sun Corporation of America 11165 Knott Avenue Cypress, California 90630 (714) 891-4500

Thank You

Thank you . . . for purchasing the SUNSOFT "Super Spy Hunter"™ game pak. Please read this instruction booklet carefully before starting to play the game. In doing so, you will be able to play the game better and enjoy it even more. Be sure to keep these instructions in a safe place.

Precautions

STOP

- Be sure power is OFF before inserting or removing the cartridge from the unit.
- This is a high-tech instrument. Do not store it in an area subject to extreme hot or cold temperatures.
- Do not bend, crush, submerge in liquids or attempt to take the cartridge apart.
- Avoid touching the connectors and be sure to keep them clean and dry.
- Be sure to take an occasional recess during extended game play.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither Sunsoft® nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Advisory

READ BEFORE USING YOUR NES/SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Contents

Game Story 3

Game Play Operation 4

Using Your Weapons 5

Weapon Items 6

On Screen Display 10

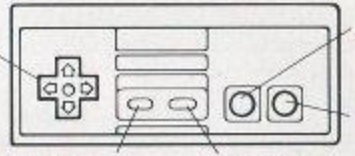
Levels of Game Play 11

Game Story

The year is 2525. The United Nations are the target for a major covert attack by terrorists. Their devious intentions are to destabilize defense systems and to overthrow the allied governments. This covert action is the evil demise of the international terrorist known as "X".

The C.I.A. has just received information which indicates that "X" is near completion of an ultimate war weapon which will enable him to begin his attack. The C.I.A. has sent out their best agents in order to undermine this criminal espionage but all have failed. Finally, they call upon rookie agent Rachel (Code HE03) who has been specially trained in international espionage. Much time passes and she has not yet returned. For fear that "X" has her in his evil grasp, the C.I.A. calls on an unofficial agent in a last desperate attempt to save the world from utter chaos. This agent's code name is S.S.H. **"Super Spy Hunter"**.

Game Play Operation



CAR STAGES
A Button — Controls cannons in manual mode
— Activates special weapons
B Button — Shoots bullets

BOAT STAGES
A Button — Controls cannons in manual mode
B Button — Shoots bullets

PLANE STAGES
A Button — Not used
B Button — Shoots missiles

Using Your Weapons

CAR STAGES
There are two types of weapons vehicles: BLUE and RED. RED weapon vehicles supply power. BLUE weapon vehicles supply special attack items. Weapon vehicles will appear on the screen periodically throughout the levels. To obtain an item from the weapon vehicle, shoot at it until it is destroyed. Once the weapon vehicle is destroyed, it will release a weapon capsule and the player must pick up the capsule in order to obtain the item and use it to defeat the enemy.

BOAT STAGES
You must rely only on your bullets, skill and wit to defeat your enemies. No weapon vehicles are available during these stages.

PLANE STAGES
Only RED weapon items (power) will be available.

Weapon Items

BLUE ITEMS

O Oil Slick — Destroys everything behind you.

T Tire Slasher — Destroys enemies on both sides of you.

G Cannon Attack — Cannon detaches from vehicle and hovers around the screen destroying everything in its path.

B Super Bomb — Blows up everything on the screen.

1 UP 1 Up — Increases number of lives by one.

L Life Refill — Fills up life gauge by 4 increments at a time.

- The bottom left corner of your screen indicates what item you have collected.
- Any item you collect will replace the item previously collected.
- To activate BLUE item, press A Button (except 1 Up and Life Gauge; they will occur automatically).

RED ITEMS

P Power Up — Will power up your vehicle (up to 5 times normal power for car and up to 6 times normal power for plane).

R Rapid Shooting — Increases shot speed (up to 3 times normal speed in car stages and up to 4 times normal speed for plane stages).

C Cannon Control — Changes cannons on top of car to automatic or manual.
— Changes missile in plane to super missile or homing missile.

L Life Gauge — Increases size of life gauge by 4 increments. Maximum power is at 12 increments.

- RED items are activated automatically.

POWER UPS

Power ups can only be obtained in the Car and Plane stages.

Car

(Up to 5 times normal power)

— increases the size of the car
— increases the size of shots fired
— increases ease of handling

Plane

(Up to 6 times normal power)

— increases shots fired

MISSILES

In the **PLANE STAGES ONLY** you may use two kinds of missiles.

Super Missile — Very powerful but only moves forward to destroy.

Homing Missile — Not as powerful but will chase enemies all over the screen.

To change from one to the other you must pick up the Cannon Control from the RED weapon vehicle.

WARNING SIGNS

Warning signs will appear on the top of your screen to indicate what is coming up ahead.

Road Dividing

Road Narrowing

Left Curve

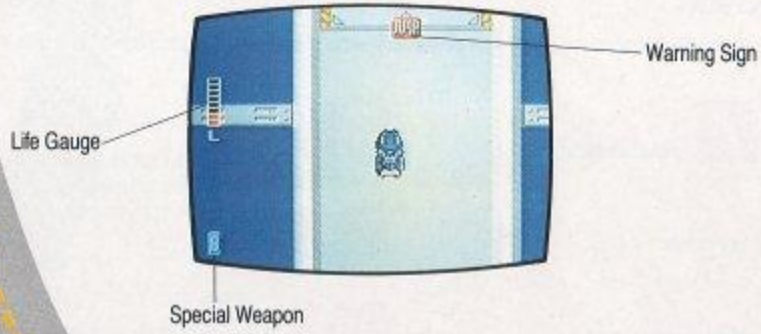
Jump

Right Curve

Stop

Caution — Danger Zone

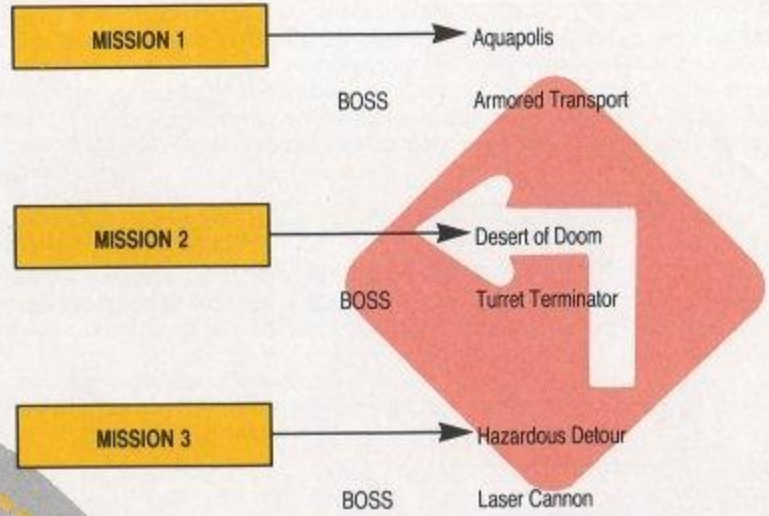
On Screen Display

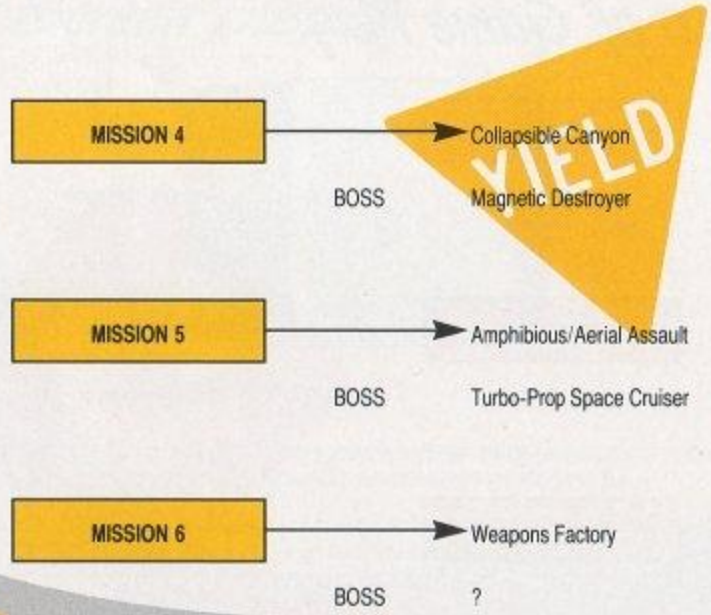


At the start of each game you are equipped with 5 power lives. When the life gauge is empty or you drive off your course, you lose one of your power lives. When all 5 power lives are lost the game is over.

When the vehicle is hit by a bullet, missile or road obstacle, life increments are lost. By picking up the BLUE special weapon, "Life Refill", you can refill your life gauge 4 increments at a time. By picking up the RED special weapon, "Life Gauge", you can build up your life gauge up to 12 increments, 4 increments at a time and also fill up the entire life gauge.

Levels of Game Play



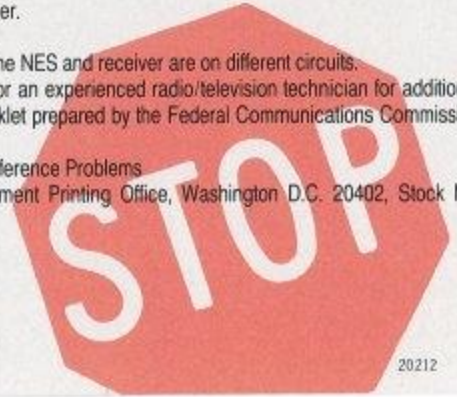


FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.